

## Specification Amendments

Page 3, line 16, third full paragraph:

C<sub>1</sub>  
In addition, the signal produced is only approximately isotropic. Because the pseudo-random gradients are ~~choose~~ chosen uniformly in direction, the appearance of the final signal is noticeably different along the major coordinate axes, along which lattice points are spaced more closely together, than it is in off-axis directions, where the distance between successive lattice points is larger.

16  
Page ~~16~~, line 6, first full paragraph:

C<sub>2</sub>  
The above technique chooses a six bit quantity for each integer ~~lattice~~ lattice point. This six bit quantity will then be used to choose a pseudo-random gradient vector. As discussed above, a uniformly random method to do this, as disclosed in the original Perlin Noise algorithm, will result in some locations where visually correlated gradients are assigned to pairs of successive lattice points. To reduce the occurrence of such correlations, the following innovation is effected. *Note:* In the following description N is taken to be 128, and therefore the number of bits to be  $\log_2 N = 7$ . The method works equally well for any N which is a power of 2.